

LIMITED WARRANTY

SNK Corp. of America warrants to the original purchaser of this SNK software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SNK software program is sold "as is," without express or implied warranty of any kind, and SNK is not liable for any losses or damages of any kind resulting from use of this program. SNK agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SNK software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SNK software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SNK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SNK BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SNK SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

SNK CORPORATION OF AMERICA

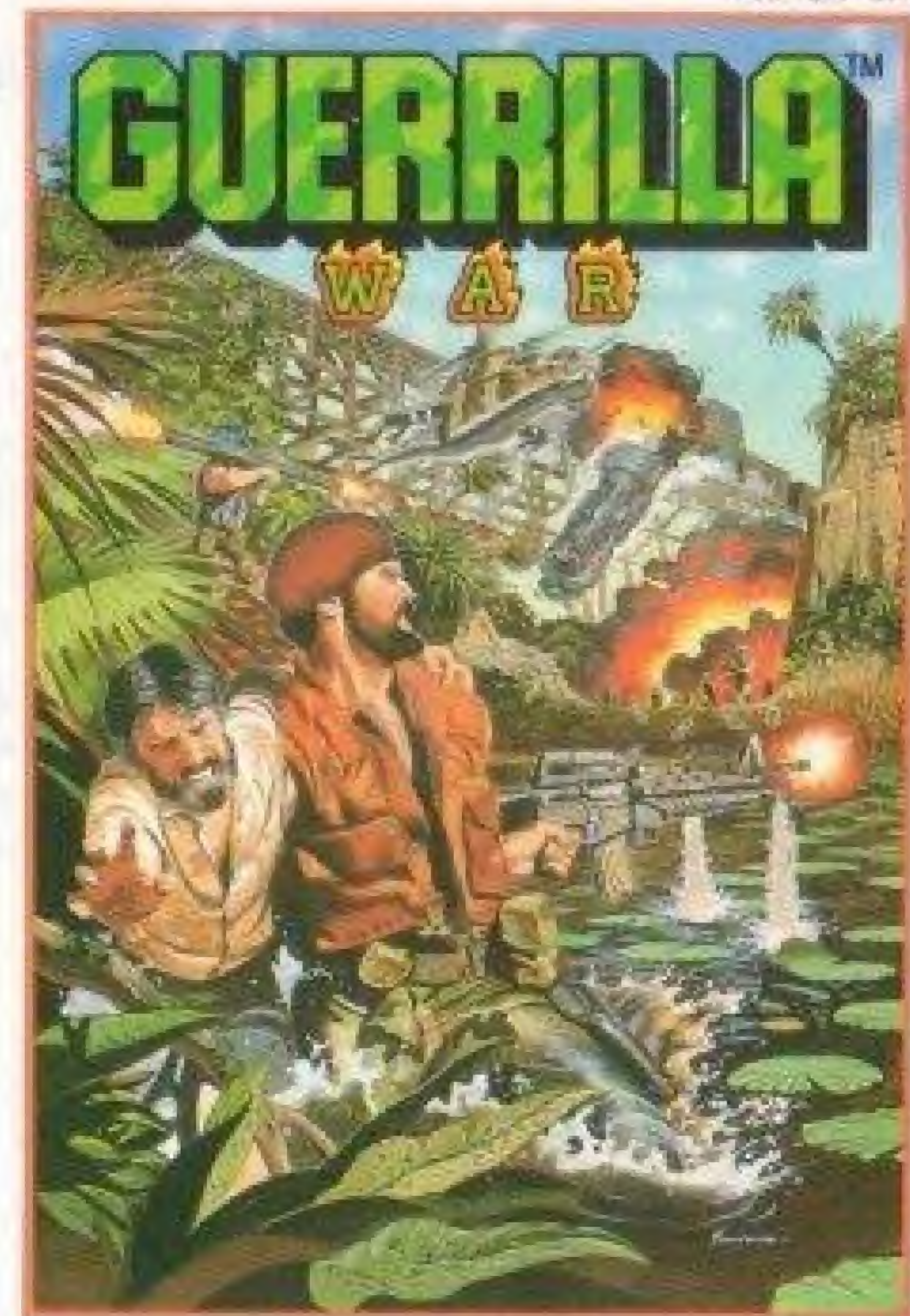
246 SOBRANTE WAY, SUNNYVALE, CALIFORNIA 94086

© 1989 SNK CORPORATION OF AMERICA

PRINTED IN JAPAN

INSTRUCTION MANUAL

 **SNK**



THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for selecting GUERRILLA WAR from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

TABLE OF CONTENTS

The Controller	4
Difficulty Selection	5
The Story	5
How to Play	6
Using Tanks	7
Rescuing Prisoners	7
Stages of Gameplay	8
Enemies	8
Power-Up Items	9

THE CONTROLLER

Control Pad:

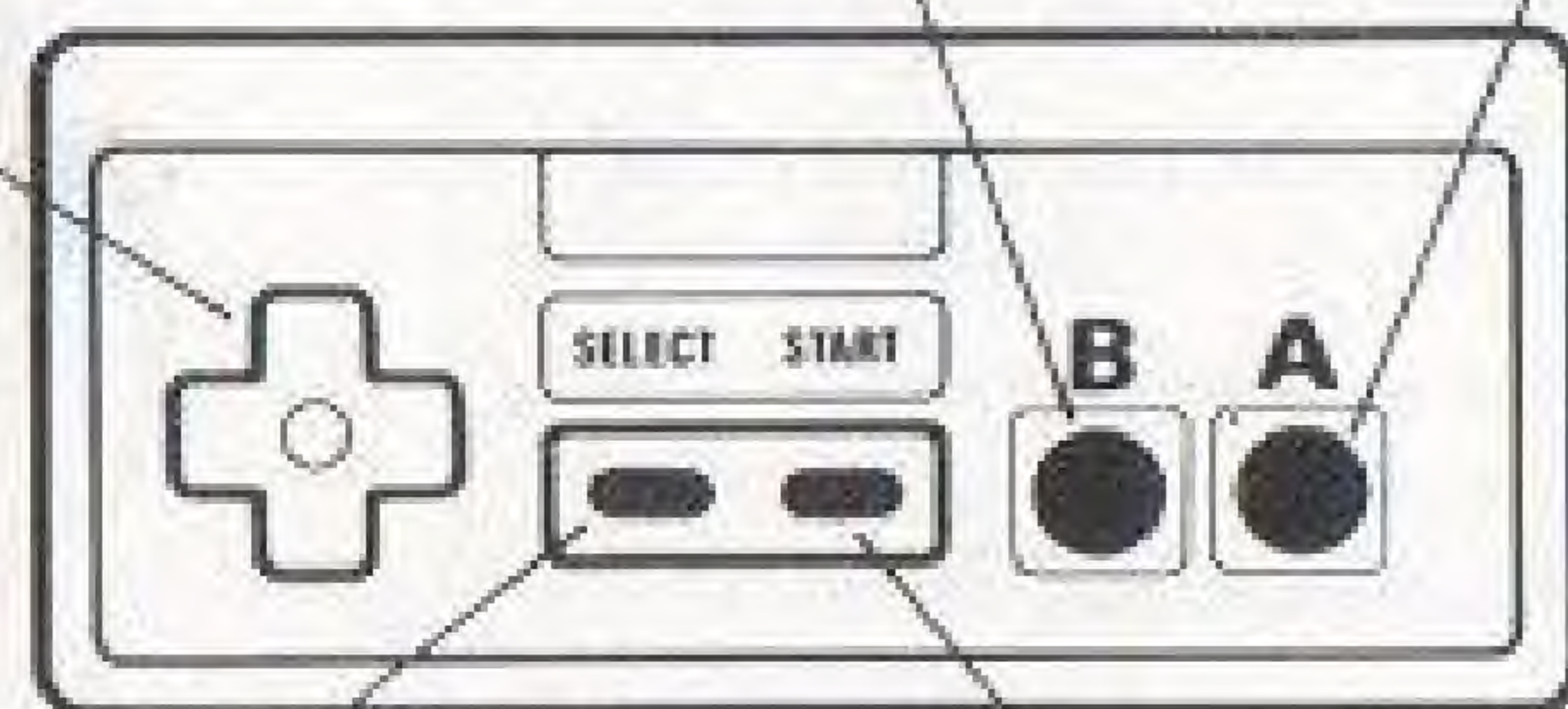
Moves heroes in eight directions. Also controls direction of firing weapons.

B Button:

Press to use machine gun and power-up items such as launcher and explosives.

A Button:

Press to throw grenades and high-power exploding grenades. Press to enter and exit tanks.



Select Button:

Press once to see the number of lives left and your score. Press again to return to the game screen.

Start Button:

Press to begin the game. Press to pause while playing the game, then press again to resume playing.

DIFFICULTY SELECTION

After you have pressed Start button, choices of Player 1 or Player 2 appear on the screen. Select one by moving Cursor or pressing Select button.

Before pressing Start button, you can select the area or level of difficulty where you would like to begin by pressing Start button while pressing either A or B button.

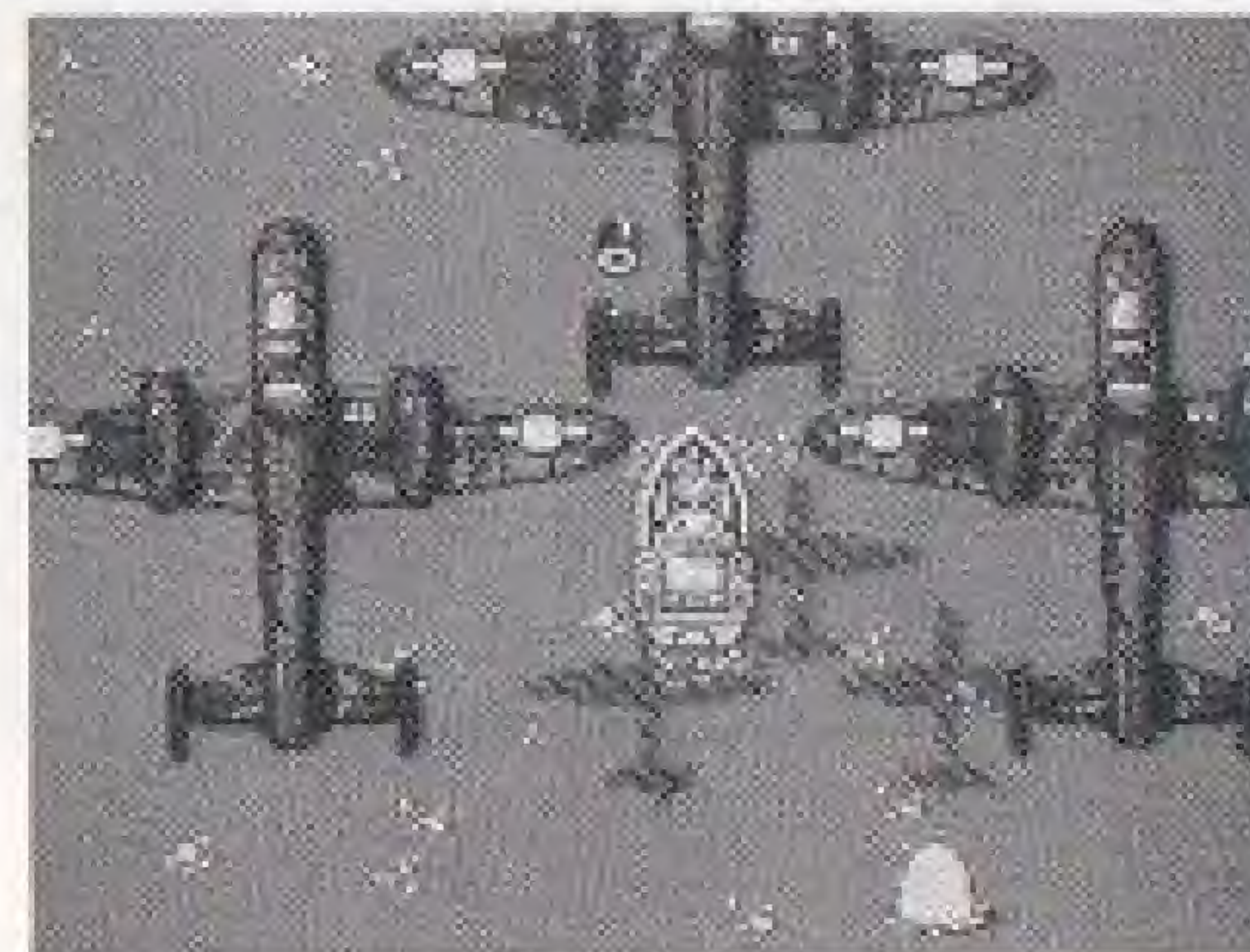
To choose the area or level of difficulty, move the cursor up or down.

To change the area and the level of difficulty press A or B button.

After making choices, press Start button to begin the game.

THE STORY

Your small island country is struggling against the cruel domination of an evil dictator. As the guerrilla leader, you and your comrade must attempt to secretly land on the shore. But the dictator's military has taken prisoners, and they are waiting to attack you!



HOW TO PLAY

This is a shooting game. Two players can play simultaneously. Player 1 appears in blue, Player 2 in yellow.

Weapons that are available are machine gun and grenade. The object of the game is to destroy the enemy's Palace by saving prisoners and destroying the enemy with your weapons.

The game has 10 areas. You can begin play at any area except the last area. (See Difficulty Selection).



Your level of attack power can go up by getting power-up items after destroying red soldiers.

There is an enemy boss controlling each area. Watch out – he is waiting for you! You must eliminate him to go on to the next area.

You will die by getting hit from the enemy's bullets and you lose one life each time you die. Losing all your lives or clearing all areas means the game is over.

USING TANKS

A tank with an IN sign will appear on the screen. You can get into the tank by placing yourself on it then pressing the A button. When the tank is out of gas, it flashes from green to red then explodes. Press the A button to get out of the tank.

RESCUING PRISONERS

There are natives that have been captured by the enemy. They will show up in each area. When you save a prisoner, your score is increased by 1000 points. You will lose 500 points if you accidentally wipe out a prisoner.

STAGES OF GAMEPLAY

Stage I: Jungle

Stage II: Small Farm

Stage III: River

Stage IV: Coal Mine

Stage V: Inside Coal Mine

*Bonus stage: Play in this area is different from other areas because you are in a hand car. By using the Control Pad you can adjust your speed by pressing up or down. You also have a rope to save prisoners. Press A or B button.

Stage VI: City

Stage VII: Sewer

Stage VIII: City

Stage IX: Base

Stage X: Palace

ENEMIES

Enemy soldiers all look the same, but they appear, move and attack differently from each other.

Yellow and red soldiers hide the power up items.

Enemy tanks look the same, but some fire flames and others can rain shells.

POWER-UP ITEMS

There are nine power-up items.

Red soldiers hide these items. When you have terminated a red soldier, the items appear. Your offensive power increases by getting these items.



Launches bullets: Can destroy objects, but cannot pierce them. Flight distance is longer than that of a machine gun. Grenades can be used at the same time. Can be used until you die.



Flame-throwing: Can destroy and pierce obstacles. Flight distance is longer than that of the machine gun or a launcher (flight distance can go beyond the screen). This is effective until you die.



High-power exploding grenade: Area of exploding blast and area destroyed are bigger. This is effective until you die.



3-way bullet: Machine gun bullets split 3 ways. This is effective until you die.



Explosive: This has similar strength to launcher, but after it explodes the bullets split 3 ways.



Clearing Bomb: After you pick this symbol up, press A button. The screen flashes white and it wipes out all the enemies on the screen.



After this item is picked up, it wipes out all enemies on the screen.



Bonus Points.



You gain an extra life.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.